**Mad Scientists and Mathematicians**

**Reflection**

**Lesson – 24 Game**

1. **What was your favorite part of the lesson?**

The students enjoyed the lesson so much that they wanted to teach it to other students.

The “I Have a Rule” game was a great logical reasoning game that you can adjust the level of difficulty.

1. What worked well for the students?

Use the Elmo to project the problems on the board, competition between the students, a lot of vocabulary, operations, math in action.

1. **Why is this important?**

Students need to be able to identify variables, see that they can be changed for other problems. In real life, you have to change numbers to get an end product.

1. **What will you do in the future to improve the chance of this happening again?**

Purchase the 24 Game, use it as a bell ringer in the future.

Use the Math App- Interactivate (whole number cruncher)